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ABSTRACT OF THE INVENTION**

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A video gaming device and method for wagering on a virtual football game comprising a video touch screen or display and a selector control panel including a plurality of selector control keys to selectively generate a

5 corresponding plurality game selection and control signals including play selections and wagering selections, and a microprocessor including game data comprising a plurality of wager selections , a plurality of play selections and a predetermined game plan and predetermined game situation profile; a data processing section including logic to receive the game selection signals

10 from the selector control to generate display signals in response to the game selection signals to be displayed on the video screen in response to operator input from the selector control and to generate game play images on the video screen of an individual selected play against the programmed game plan of offensive or defensive plays and the programmed game situation profile and

15 display the wagering results.